

## 2. Anisha

**Program Name:** Anisha.java

**Input File:** anisha.dat

You just got a new cat, and you've decided to name her Anisha. Anisha needs a lot of water throughout the day, so you need to write a program to determine if she has enough water in her bowl, or if she needs more. If Anisha has less than 15 water in her bowl, she needs more.

**Input:** The input will begin with an integer,  $n$  ( $0 < n \leq 1000$ ), denoting the number of test cases to follow. Each test case will consist of two space separated integers,  $c$  and  $m$ , denoting the current amount of water in the bowl, and the max amount of water in the bowl. The maximum will never be less than 15.

**Output:** For each test case, if Anisha has enough water, output the string "Way to go, H2O.". Otherwise output the string "On my way to Dehydration Station.".

**Sample input:**

```
5
19 36
10 36
25 25
30 35
3 16
```

**Sample output:**

```
Way to go, H2O.
On my way to Dehydration Station.
Way to go, H2O.
Way to go, H2O.
On my way to Dehydration Station.
```